Speedup w.r.t minimum theoretical time

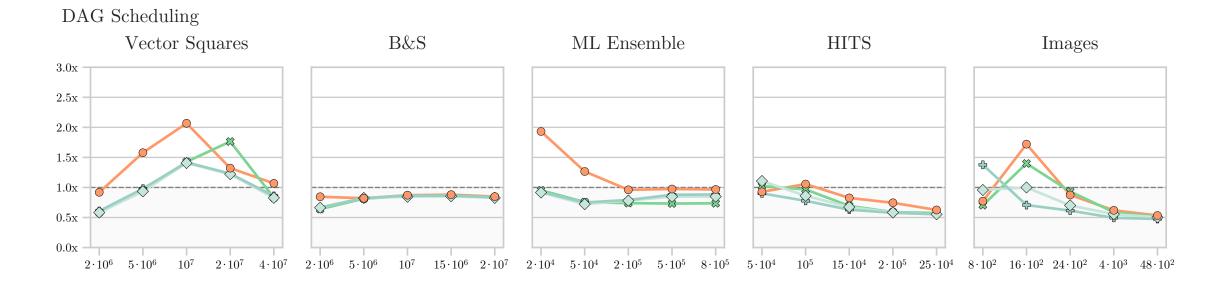
Block size:

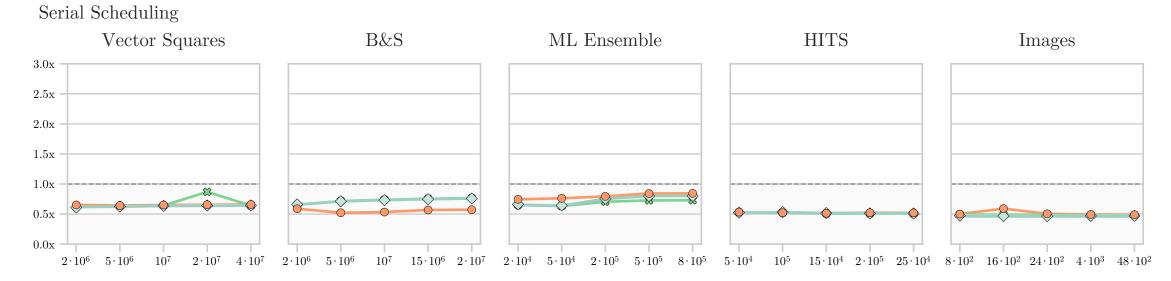
1D=32, 2D=8

1D=256, 2D=16

1D=128, 2D=8

1D=1024, 2D=32





Input number of elements